

In the Claims:

Claims 17, 21 and 23-30 are present. Claims 17, 21 and 23 are amended herein.

1-16. (canceled)

17. (currently amended) A device ~~for playing a space game~~ being a random number generator for playing a space game of chance, comprising:

~~game elements, consisting a source of random events for random number generation in a form of meteorites and space waste, waste randomly moving in space outside the Earth and interpreted as game elements;~~

~~a game event means for assessment means of random events interpreted as game events, located on board a space vehicle and being in form of game fields reliably separated from each other and provided with identification markers, and~~

a technical facility for ~~registering a game~~ registration of said random events, defined as collisions of some game fields with one or more of said game elements, said technical facility located on board a space vehicle and comprising sensors generating signals about collisions ~~to be included into the game event occurrence data, along with information about exact game field identification marker and exact time of each collision;~~

a clock for registration of time of the said random events,  
and  
a technical facility for forming the random numbers on the  
basis of identification markers and time of collisions, and  
a technical facility for enciphering the random numbers, and  
a telemetry channel for transmitting said game event-  
occurrence data the enciphered random numbers from outside the  
Earth to the Earth ~~to be consequently awarded to a player for use~~  
~~in a space game;~~

a ground technical facility on the Earth for receiving and  
deciphering the telemetry signal, said technical facility  
including a computer receiving, processing and outputting results  
from the deciphered telemetry signal, said outputted results  
being used to determine awards to players for use in a space game  
of chance.

18. (canceled).

19. (canceled).

20. (canceled).

21. (currently amended) A method of playing a space game  
~~using the device for playing a space game comprising~~ of chance  
using a random number generator comprising the following steps:

a. ~~actuation of the device for playing a space game~~ making  
active sensors and technical facilities of the device for playing

a space game of chance being a random number generator ~~(RNG)~~ of claim 17;

b. providing gamblers with options to make bets on forecasts ~~in which~~ of random numbers in form of time span and ~~with which~~ ~~identified~~ exact identification markers of game fields ~~the~~ ~~collisions of~~ to incur collisions with the game elements ~~will be~~ registered; and

c. providing gamblers with random numbers generated on the basis of exact collisions; and

[[c.]] d. determining winners and paying off the prizes in accordance with the bets made.

22. (canceled)

23. (currently amended) The device for playing a space game of chance according to claim 17, further comprising a display for displaying at least a portion of said outputted results.

24. (previously presented) The device according to claim 23, wherein said display comprises a computer monitor.

25. (previously presented) The device according to claim 23, wherein said display comprises a television receiver.

26. (previously presented) The device according to claim 23, wherein said display comprises a radio receiver.

27. (previously presented) The method according to claim 21, further comprising the step of displaying at least a portion of said outputted results.

28. (previously presented) The method according to claim 27, wherein said display comprises a computer monitor.

29. (previously presented) The method according to claim 27, wherein said display comprises a television receiver.

30. (previously presented) The method according to claim 27, wherein said display comprises a radio receiver.